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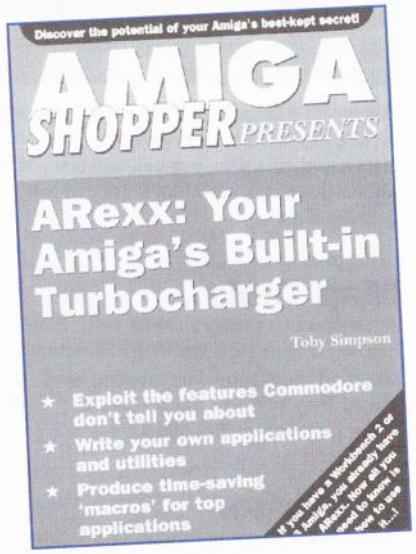

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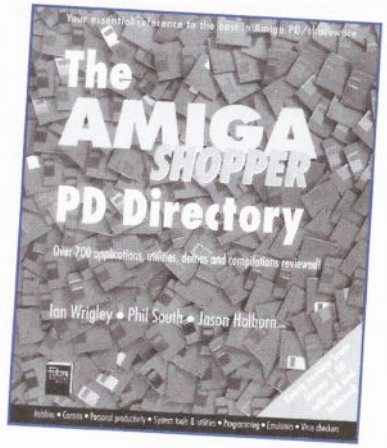

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The **essential** magazine for Amiga enthusiasts

AMIGA SHOPPER

Subscription Letter Issue **64** July 1996

Well, there's rather a lot to sort out this month. Firstly, it won't have escaped your notice that we have suffered a sad blow. Because of the uncertainty over the Amiga's future and lack of advertiser confidence we have been forced to cut our issue again. This time it's perhaps the cruelest cut back of all, the loss of a Coverdisk. As a subscriber, you still receive the extra Subscribers' disk, but we can only afford a single Coverdisk now. We'll continue to pack on the most useful programs that we can and as a Subscriber you've been shielded from the necessary price raise as well.

This is the only way that we can keep AS alive and Subscribers get the best deal that we can afford to give. Small comfort, I know, but this is the harsh reality of market forces.

Secondly, it appears that some subscribers were sent out their May issues (AS62) with only two of the three disks. By the time you read this it should have been rectified, but if you haven't then please get in touch with our Customer Services on ☎ 01225 822510 between 9am and 4.30pm weekdays. I know that a lot of you have written to me and I have passed on the letters to the appropriate department, but unfortunately I don't have any stocks of the Subs disk myself. Many apologies for this horrendous error; I'm not going to point any fingers, but rest assured it wasn't our fault! (It never is, is it?)

On a more positive note, the issue itself has some very exciting stuff indeed. Although VIScorp had to reschedule their press conference in order for them to be able to give clearer answers to the inevitable questions, they have been sending out regular press releases about developments and you can read what they had to say in our News pages. We've also got the most comprehensive round-up to date of accelerator cards for A1200s and a complete DIY hardware project with the necessary software on the Coverdisk. I hope it all proves of interest.

David Taylor
Deputy Editor

See back page for special offers

Subscribers disk

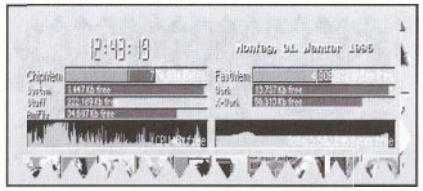
David Taylor *brings you the latest software from around the world for your delectation and delight. Here's a brief guide.*

This month's disk will unpack to three floppies or to hard drive, but there's also a picture which is included on the actual Subs disk, as there was no point trying to archive a JPEG. When you unpack the disks, you'll find a wealth of utilities for all different types of Amiga owners.

Tiny Meter

Tiny Meter is a rather misleading name for what is probably the largest memory meter utility around. That's not because it is unwieldy, but because the package contains so many extras and options. The program itself will run on a standard WB3 machine, but in order to use the excellent preferences program, you need MUI.

Tiny Meter offers masses of features for you to use on the window. You can customise the size and appearance of the program itself as well as the more useful preferences concerning methods used for refreshes and enquiries. The features of the program can also be modified so that you can include a clock, CPU usage, free memory, types of memory and disk drive usage (and you can specify which drives should be included).

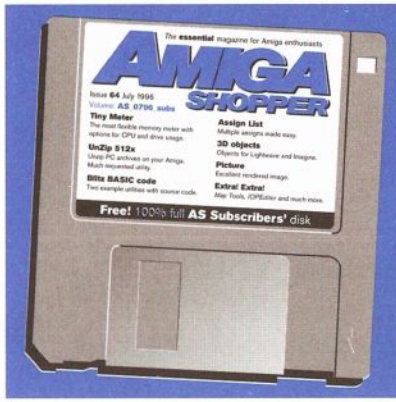


Tiny Meter can offer you many different features when monitoring your system.

UnZip 512x

After we included a letter in our Amiga Answers section last month about .Zip archives, quite a few readers have either rung up or written in asking for details of the Zip archiver. I was surprised that so few seemed to have it, so we tracked down the most recent version and have included it.

.Zip archives are actually PC format archives, but people with emulators or who want to get into .Zip archives for text files or pictures can use them on the Amiga. Obviously, you won't be able to use PC programs without an emulator or a PC, but that doesn't seem to have removed the need for the archiver on the Amiga. There is a Readme file in the directory which gives you instructions on using UnZip.



- *Tiny Meter*
- *UnZip 512x*
- *Blitz BASIC code*
- *Assign List*
- *3D objects*
- *Picture*
- *Map Tools*
- *IOP Editor*
- *Faster Forbid*
- *FMS Disk*
- *Borderblank*
- *Bootdate*
- *PointerX*
- *Picture*
- *Remcards*

Blitz BASIC code

While we haven't got room in the issue at the moment for a Blitz tutorial, you'll have noticed by the inclusion of the Shapes Manager on our Coverdisk, that we don't want to leave Blitz users out in the cold. That's why we've also included this directory, which contains two utilities, a calculator and an animation player, written in Blitz together with their source codes for you to work through.

Assign List

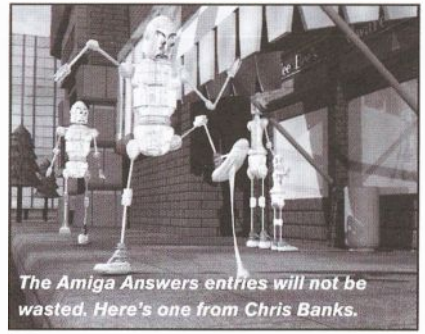
Assigns, who need 'em, eh? Well, we all do, but setting them up is a sure fire way to clutter up your user-startup. This program gives you a clear interface with which to sort out your assigns and has a patch that will make sure they are all executed from one command in your startup-sequence. It saves a lot of messing about and a lot of wading through your startup script. You can add all types of assign so that should you not need an assign to take effect until it's called.

3D objects

This is actually a quick mention of two separate drawers which contain objects with textures for both Imagine and LightWave. They were all supplied by AS readers who created them and some of them have been featured in the winning Amiga Answers competitions.

Picture

Speaking of the Answers competition, we've finally had to bring it to a close, but we had quite a few outstanding entries that we never got to publish. True to our word though, we intend to give those budding artists their fifteen minutes of fame if we can. That's why we've included a picture on this month's Subs disk. It's a rather amusing picture rendered in LightWave by Chris Banks and, as I said, you can find the JPEG on the Subs disk itself, not on any of the unpacked disks.



The Amiga Answers entries will not be wasted. Here's one from Chris Banks.

Map Tools

Another one for programmers here. There are two utilities included in this directory which will help you when creating level maps. They help you design tiles and blocks when putting together maps.

IOPEditor

Whenever you get an object for Imagine, you're likely to find that it has the paths for its textures set to something that isn't on your machine. Indeed, you'll find this is the case with the objects on this disk. IOPEditor offers you a simple GUI which can give detailed or summarised information about the paths of an object and change them for you to ones that suit.

The disk contains much more, but we're out of space! Go and explore! ■

Installation

To install your Subscribers disk, you can boot it; but you'll have to have your main Coverdisks at hand because the Subscriber's disk needs a few files from them. If you have a hard drive, you can install everything from the three disks by loading Workbench and using the script on the first Coverdisk. Remember that after installing the disks, you may still need to install individual programs from their drawers.